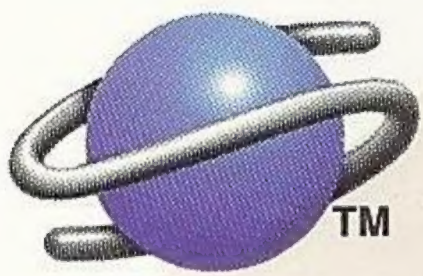


SEGA™



SEGA SATURN™

T-7015H

# hyper 3-D Pinball™



“★★★ 1/2 stars (out of four)”  
-USA TODAY



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.





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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

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*STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS. REFER TO YOUR PROJECTION TV INSTRUCTION MANUAL FOR MORE DETAILS.*



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### **HANDLING YOUR SEGA SATURN DISC:**

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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## I N T R O D U C T I O N

So you think you're a hardened gamer? Think again. All those

years that you've spent playing infinite variations on the *Space Invaders* theme count for nothing. All those weekends that you've spent bouncing from one day-glo platform to another in one of the infinite variations on the *Donkey Kong* theme count for zip. And don't even mention those dazzlingly vapid beat-'em-ups with their endless succession of moronic 'hidden' moves. Until you've mastered the silver ball, you haven't even started gaming.

Pinball is greater than the sum of its parts. At its core is a very simple concept—all you have to do is keep the silver ball in play. And if this was any other plain vanilla video game, you'd be able to master it pretty quickly. But pinball's not like that—it's not a game of absolutes. Even if you hit the ball with a specific amount of power in a specific direction from a specific angle, you won't achieve the same results every time. In pinball, your decision-making ability is tested to the maximum—you simply cannot expect specific things to happen at precisely the right moment. In effect, pinball is like life. In the outside world, events don't unfurl in a preordained manner. In the real world, random things happen in a random order. Deal with it.



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## SHORT HISTORY OF PINBALL

Like all the best inventions, pinball evolved into its present form

from pretty humble beginnings. It started life in the 1930s as a simplistic game of chance called bagatelle in which the player would fire a series of marbles up a sloping table where they would bounce off various bumpers. The player's involvement in this game was limited to firing the ball up the table and nudging it at the appropriate moment.

Initially, these games had no moving parts—the idea was simply to get the ball bearing into a specific hole. Later on, however, mechanical bumpers and counters were added and the idea of the game changed—now you had to keep each ball bearing in play for as long as possible. The drawback of this kind of game is obvious—there's simply not enough to keep the player's interest. This led to the development of the flipper and the arrival of the first real pinball game.

The heyday of the pinball table was during the late '50s, '60s and '70s. During this period, American manufacturers such as Bally churned out hundreds of different machines to cope with demand. Soon pinball machines could be found in every café, roadside restaurant and arcade in the country. Despite being nearly wiped out by video games in the 1980s, pinball tables are now becoming popular again and can once again be found in the arcades that are their natural home.



## WELCOME TO HYPER 3-D PINBALL

You're about to play the finest pinball simulation ever devised—no other game has ever come this close to re-creating the feel of a pinball table. We've spent so much time making sure that the ball reacts exactly as a real pinball would that we're confident that you'll find this an engrossing experience.

Six very different tables are simulated within *Hyper 3-D Pinball*. The Gangster, The Monster, Fun Fair, Roadking, Myst & Majik and Star Quest 2049 will test your skills to the very limit. All of the features and effects that you're used to experiencing in real pinball tables have been simulated for your pleasure and enjoyment. In fact, we're so confident that we've created the best pinball games ever that we're willing to bet you play better at the real thing if you practice on *Hyper 3-D Pinball*.

## SETTING UP

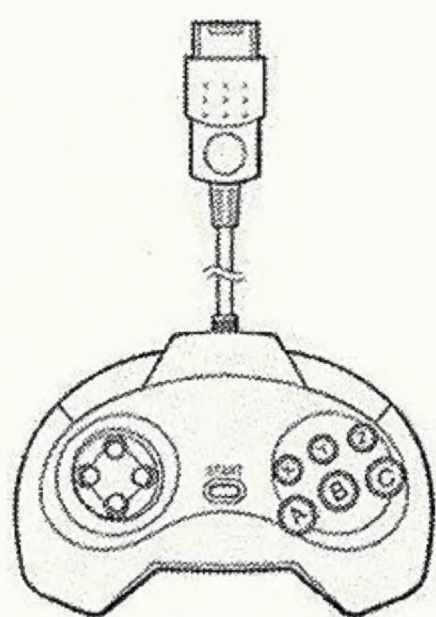
1. Set up your Sega Saturn system and plug the Control Pad into CONTROL PORT #1.

2. With the power switch OFF, insert the *Hyper 3-D Pinball* disc into the disc tray.

3. Turn on your TV or monitor, and then turn on the Sega Saturn system.

If nothing happens on screen when you start up, turn the power switch to OFF. Check your Sega Saturn system. Make sure the disc is properly inserted in the console. Turn the power switch ON again.

Always turn the power switch OFF when you are inserting or removing the disc.





## LET'S PLAY PINBALL

### TABLE SELECTION

Once the game has displayed the introductory sequences, you will be presented with the *Table Selection* screen. From here you can choose which of the six tables you wish to play, view the hi-scores for the current table or select which controller configuration you want to play with.

Use the direction pad to cycle through the tables and when you've found the one you want to play—press the **Start** button.

### HI-SCORES & MEMORY STORAGE

If you have an optional Saturn Backup Memory cartridge inserted when you start the game, you will be prompted to choose whether you store your hi-scores using the cartridge or the Saturn's internal memory.

If you don't have a Backup Memory cartridge, the game will automatically store the hi-scores to internal memory.

If there is not enough free memory to store the hi-score tables on your chosen device, the game will display a warning that the hi-score tables will not be saved. Refer to your Saturn reference guide for instructions on how to free memory space.



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## LET'S PLAY PINBALL

## 2-D SCROLLING AND 3-D FULL-SCREEN MODES

Unlike other pinball simulations, *Hyper 3-D Pinball* supports two interchangeable play modes:

### 2-D Scrolling

This more conventional mode has you looking down on a vertically scrolling playfield. This view is great when you're first playing a table as it gives you an unobstructed view of all the table's features. When you trigger a multiball feature, *Hyper 3-D Pinball* automatically switches to mind-blowing, full-screen 3-D.

### 3-D Full-Screen

Playing in this mode is just like playing the real thing. You are presented with a true player's eye, 3-D perspective view in all its glory. Watch as the ball soars above the table on multi-level ramps and flies out of the table on twisting wire-forms.

To switch between the two modes simply press the **C button**.

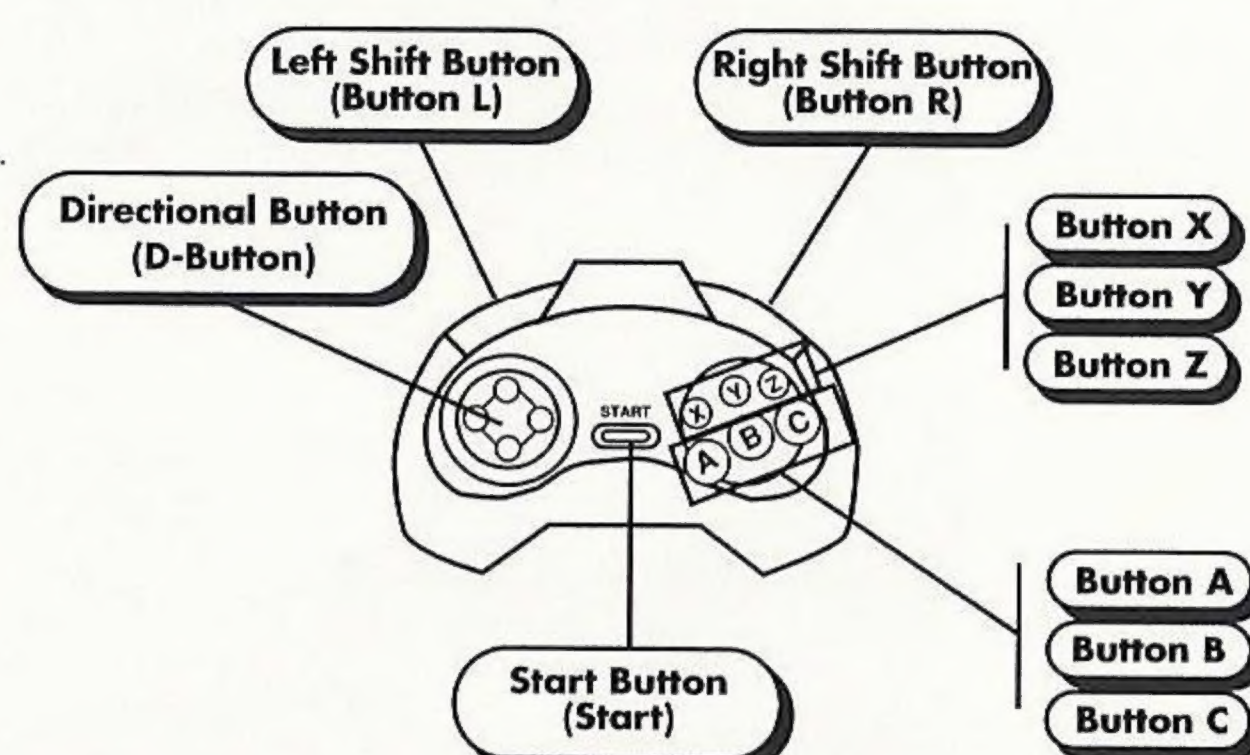
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## CONTROLS

*Hyper 3-D Pinball* supports two controller configurations: A (the default) and B. You can select the one you want from *Table Selection* screen's menu or the in-game *Options* menu. **Note:** The selected configuration will be the one used by all the current players.



# CONTROLS



## CONFIGURATION A (DEFAULT)

<b>Left Flipper</b>	Left Shift Button
<b>Right Flipper</b>	Right Shift Button
<b>Nudge Left</b>	X or Direction Pad Left
<b>Nudge Right</b>	Y or Direction Pad Right
<b>Plunger</b>	A or Direction Pad Down
<b>Bump Forward</b>	B or Direction Pad Up
<b>Change View Mode 2-D to 3-D</b>	C
<b>Options Screen/Pause</b>	Start
<b>Skip Animation</b>	A

## CONFIGURATION B

<b>Left Flipper</b>	Direction Pad
<b>Right Flipper</b>	B
<b>Nudge Left</b>	X or Front Left Button
<b>Bump</b>	Y
<b>Nudge Right</b>	Z or Front Right Button
<b>Plunger</b>	A
<b>Change View Mode 2-D to 3-D</b>	C
<b>Options Screen/Pause</b>	Start



## IN-GAME OPTIONS

You can access the in-game options screen at any time by hitting the **Start** button. To select an option simply highlight it and change the value by pressing the **A** button.

### RESUME GAME

Return to the game in progress, **Start** also produces the same result.

### NEW GAME

Quit the game in progress and return to the **PLAYERS** menu.

### SOUNDS

Adjust the music volume and switch the sound effects and music on and off.

### GRAPHICS

Switch in-game animations on or off.

### CONTROLLER

Allows selection of controller configuration A or B during a game.

### QUIT

Return to the *Table Selection* screen



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## PLAYING THE GAME

Once you've loaded the table you want to play and are ready to launch the ball, simply hold down the **plunger button** for a second and the pinball will pass up the in-ramp and onto the play field. You should now use the left and right flippers to keep the ball in play for as long as possible. You can use the **bump** and **nudge buttons** to direct the ball away from the side and middle lanes.

Try and hit as many of the on-screen targets as you can and make use of the loops. If you manage to direct the ball into one of the table's special features, then you'll see a short video sequence before play resumes. If the ball passes down the middle or out of play via the two side escape lanes, then you must try again with a new ball. Initially, you start out with five balls per game, but you can earn extra balls by accessing each table's *Extra Ball* feature.

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## LEARNING THE TABLE

Each and every pinball table within *Hyper 3-D Pinball* is different. They all have different features and will react in different ways to your pinball technique. You'll find that a couple of the tables are easier to play than the others and that you can keep the ball in play for a long time. Conversely, a couple of the tables are a lot harder than the others—you'll have to practice really hard to achieve a good score on these tables.

Every pinball table has bonus features built-in. You should take advantage of these in order to clock up a high score. For instance, each table has a *Jackpot* feature which is accessed by hitting targets in a specific order. In addition, you'll also achieve points for performing a tricky series of moves, called a combo.

The path to a high score is not an easy one. While you'll undoubtedly have a couple of high-scoring games when you're learning to play a table, you'll probably discover that these were flukes and that you can't re-create the score. Play each table at length and you'll come to learn where the ball's going to end up and how each bumper, pad and flipper affects the path of the ball.



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## **BECOMING AN EXPERT**

Once you've become competent at a particular table you can start penetrating its hidden secrets. Every table has hidden features and once you start keeping the ball in play for decent lengths of time you'll encounter them. These hidden features enable you to clock up hitherto unimaginable scores. Moreover, you'll see animations and challenges that have previously remained out of sight.

To become an expert you'll need to learn a whole range of ball-saving techniques. These are explained in some detail in the tutorial section of this manual. If you've played pinball for real then some of these moves will be familiar to you. However, whether you're a pinball wizard or a beginner, you'll need to practice hard.

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## **THE HYPER 3-D PINBALL TABLES**

Each of the tables that we've created for you in this game has different features and its own distinct behavior. Once you've had a few practice sessions on a particular table, take a close look at the following descriptions and you'll find loads of features that you can take advantage of to clock up a high score.

### **Fun Fair**

This table has been designed to ease novice gamers into pinball. It features a simplified selection of ramps, loops, targets and features and it's therefore possible to clock up a very high score with little hassle.



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## **THE HYPER 3-D PINBALL TABLES**

### **Star Quest 2049**

As with the Fun Fair, this table is pitched at the beginner, but should appeal equally to the more experienced player. The table's fairly open which means that ramp and loop shots are that much easier and you should be able to pick up a fair bit of speed.

### **The Gangster**

This particular table has been created in the style of the modern Williams/Bally® ( machines that include loads of special features. Therefore, whether you're a hardened strategist or a newcomer you'll be able to get plenty out of the table.

### **The Monster**

Another modern-style table—this time with the popular double return lanes. The Monster table has loads of hidden extras, plenty of ramps and a packed feature list.

### **Roadking U.S.A.**

If you're a lover of Americana then you'll get a lot of enjoyment out of this table since it's our homage to the U.S. of A. With its wide ramps and crammed feature list it should offer you plenty of challenges.

### **Myst & Majik**

Pull on your suit of armor and get ready for a rollicking ride through the medieval era. Myst and Majik is our homage to the days of olde when men were bolde and dragons walked the earth. It's a modern-style table designed to give the experts a real challenge. Enjoy.



## PINBALL TIPS

Here are some tips you might like to try in order to improve

your game. They fall into two main categories—ball saves and redirections.

### APPRENTICE TIPS

- The golden rule is not to get angry. Pinball can be an infuriating game, but if you get angry then the table's beaten you. **Keep calm** and if you continue to do poorly, try one of the other tables and return to it later.
- Avoid doing a **Double Flipper Hit** if at all possible. This is when you hit both flippers together at the same time—it's to be avoided because it limits gameplay and invariably leads to a lost ball.
- The single greatest skill in pinball is the ability to **Aim** accurately. Obviously, the position of the targets changes from table to table, but the ability to judge where the ball's going to end up from the time it leaves your flipper is an important skill.
- **Trapping** the ball is when you slow it down (or even stop it) by cradling it in the flipper. Try this out on a slow-moving ball by holding the flipper up as it approaches. Can you stop the ball completely? Once you've mastered this skill you'll find aiming at specific targets a lot easier.
- Remember that for the most part slower balls are better. While you will have to speed the ball up to hit some targets, it's best to keep it slow and under control. That way you can pick off targets with a great deal more accuracy.



## PINBALL TIPS

- Most tables have a ball saver function built-in

whereby if you don't score enough points on a ball, it'll send another one out to you free of charge. Use this to your advantage—shoot for the skill shot and if you miss (and providing you don't score many points on the way down), let the ball drain down the middle. You then get a second shot at the skill shot.

### INTERMEDIATE TIPS

- The first Intermediate skill to learn is the **Nudge**. By rocking the table in the appropriate direction you can change the ball's flight path and save it from going down the hole. There are several different types of nudge as explained below.

- The **Push Nudge** is when you bump the table upwards. This kind of move is generally used when the ball's on the triangular slingshots at the bottom of the table. It's useful because it makes the ball move upwards rather than off towards the two outlanes at the extreme edges of the playfield. You'll also use the Push Nudge when the ball's bouncing on the divider between outlanes—it's possible to redirect it if you judge your push well.

- The **Shift Nudge** is another type of ball re-direction maneuver. To do this, you push the table on its left or right side. The general idea is to move the machine in the opposite direction to the one you want the ball to go in. This is a pretty tricky move because it's quite easy to tilt the table.



## PINBALL TIPS

■ The **Levered Nudge** is when you attempt to put

extra speed on the ball by bumping the table upwards as you flip the ball away. It works, too.

■ Finally, there's the **Shaking Nudge** in which you constantly rock the table upwards to attempt to keep it on the Jet Bumpers for as long as possible.

■ The **Slap Save** is a well-documented and extremely useful ball-save move which is definitely worth perfecting. The move is used when the ball appears to be heading RDTM (right down the middle) and it requires precise timing and a bit of bottle. Observe which direction the ball's coming from (right to left or left to right) and get ready to hit the flipper that it will pass nearest to. Time your flip so that it deflects it towards the other flipper. Then, a split second after you hit the first flipper, hit the other one in a kind of 1-2 rhythm. All things being equal, the ball should catapult up the table and out of danger.

■ **Fly Trap's** are an advanced form of hold in which you tame a quickly moving ball. In this maneuver, the idea is to take the speed off the ball by directing it up the outlanes above the flippers. The trick is to pick your ball wisely, because if it's moving too fast, it'll go right up the outlane and RDTM or over to the other side. You can take even more speed off the ball by lowering the flipper just after the ball has made contact.



## EXPERT TIPS

If you're feeling cocky, then try out some of these tricky moves.

■ One of the most useful moves ever is the **Catapult**. This is best performed when you've got the ball successfully held in one of the flippers. The idea is to transfer the ball over to the other flipper with the minimum of grief. To do this, simply raise the opposite flipper in preparation and then tap the flipper that's cradling the ball as lightly as you can. All things being equal, it should perform a graceful arc and land perfectly on the other side. Cool.

■ Another way of getting the ball onto the other flipper involves a moving ball and it's called a **Shuttle Pass**. In this move, you simply hold a flipper up for a ball that's approaching the middle via one of the outlanes. The flipper acts as a launch pad for the ball and sends it up the opposite side's outlane. Also, try lowering the flipper as the ball starts moving off the pad, as this slows it down.

■ The **Bounce Pass** requires a cool head and a bit of bottle. To perform this move you simply leave a flipper in its resting position. When the approaching ball hits the flipper it should simply bounce over to the other side of the table.



## EXPERT TIPS

■ Another cool-looking move is the **Arrested Ball**. There

are two varieties of this move, each using the flipper in a different direction:

■ In the **Upwards** version you hit the flipper button a fraction of a second before it would have met the flipper in the inactive position. This has the effect of stopping the ball dead. You'll probably do this by accident the first time, but a bit of practice means you can pull it off quite often.

■ In the **Downwards** version you hold the flipper up, waiting for the ball. Just as it touches the flipper you let go of the button. This removes all speed from the ball, enabling you to either hold, bounce or redirect it.

## GENERAL SKILLS

■ When things are getting hectic, try getting the ball in a

hold so that you can plan a strategy and clear your head.

■ During a multiball, try and send the balls off on as many time-consuming ramp and loop trips as you can. This keeps the lower playfield area immediately above the flippers clear.

■ During a multiball, try and keep a ball held in one of the flippers. Then, if you notice that a ball's about to head down the middle, you can fire the held ball upwards to deflect both away from the middle.



---

## PUTTING IT ALL TOGETHER

As an example of what to look for and how to play all the tables, here's a description of what awaits you on the Fun Fair table.

**Skill Shot** Launch the ball softly and it'll drop down into the Duck Shoot area, giving you one million points.

**Playfield Multiplier** Beneath the Jet Bumpers are three lanes, labeled 'win.' To clock up the bonus multiplier, send the ball through each line to light the lamp. Should you manage to crank this up to 6 x bonus, then you'll receive 10 million points for each further completed 'win.'

**Jet Bumpers** Normally, you'll receive 250,000 points for each bumper hit, but if Super Jets is active then you'll receive one million points per hit. Hit the Bumpers 50 times during normal play to trigger Super Jets.

**Duck Shoot** You can only get into this area from the shooter lane or the right ramp. The ball will normally drop straight through this area, but occasionally it will deflect off the rubber post and into the second lane. Do this 5 times and you'll start the Duck Shoot feature. During the Duck Shoot feature, the display will count down from 20 million points. To collect the points remaining, shoot the Duck Shoot lanes.

**Fun Fair** Open the Fun Fair (in the upper part of the playfield) by hitting the 'FUN' left targets in the middle left of the playfield. This will lower the barrier between the two flippers and enable you to have a go on the Merry Go Round.

**Soda Targets** Spell 'SODA' by hitting the targets in the fairground area of the playfield. This enables the Big Wheel lock ramp.



## PUTTING IT ALL TOGETHER

**Wheelhouse Lock** Shoot this lock, which is situated just

in front of the Big Wheel and you'll get a reward of 500,000 points, plus the number of jet hits that you've clocked up on this ball multiplied by 100.

**Ghost Train Lock** Should you get the ball in this lock, you'll receive a random award from one of the following: 10 million points, Light letter in 'FRENZY', Light letter in 'FUN FAIR', 20 million points, Light Outlane Extra Ball or Advance Bonus.

**Fairground Lock** This is hidden by drop targets which you must hit first. Successfully lock the ball and you'll receive a random award from this list: Light Extra Ball, Lock Ball 1/2/3, 25 million points, 15 seconds' ballsaver, Super Jets, or Light Video mode.

**Left Loop** This loop awards you one million points for your first successful shot. Should you manage to hit it again within 8 seconds, you'll receive 2 million points. Hit it a third time and you'll receive 5 million points. You can carry on clocking up the 5 millions on this loop all day, but if you miss the 8-second time frame, the value will reset to 1 million points.

**The Right Loop and its Frenzy Mode** You'll get 500,000 points per shot on this loop. In addition, every third shot will light another letter in 'FRENZY.' If you manage to light 'FRENZY.' then all targets, loops, ramps and rollovers will score 5 million points for a total of 20 seconds.



## PUTTING IT ALL TOGETHER

**Right Ramp** You'll get 500,000 points for every successful right

ramp shot, but its important feature is its special awards trigger. Shoot the ramp five times and the Extra Ball will light; shoot it ten times and Loop Millions will start. Get it 15 times and Ghost Hunt will start.

**Loop Millions** is a lucrative feature that awards 5, 10, 15, 20 and 25 million points for either loop.

**Ghost Hunt** starts a countdown award from 40 million points. To collect the points remaining on the score board, you must shoot the Ghost Train within 15 seconds.

**Merry Go Round** This is simply a deflector that's active while the ball is in the upper playfield fairground area. To stop it, hit all of the 'WIZ' targets.

**Big Wheel Multiball** This multiball feature is triggered by locking three balls in the Big Wheel by shooting the right ramp when the lamp's lit. With all three balls locked, the Big Wheel will release them all.

- The Jackpot is collected by hitting the Wheelhouse Lock. The Jackpot value starts off at 25 million but can be increased by 5 million each time the Ghost Train and Fairground locks are hit.
- Once you've collected three Jackpots, the Super Jackpot feature will become active. To get this, shoot the Ghost Train lock.



# C R E D I T S

## **NMS SOFTWARE LTD.**

### **CONCEPT, DESIGN, GRAPHICS AND ART**

Steve Beverly

Jon Harrison

### **PROGRAMMING**

Chris Urquhart

Glenn Benson

### **MUSIC AND SFX**

Tommy Tallarico Studios, Inc.

Mark Cooksey

### **EXECUTIVE PRODUCER**

Richard Chappells

### **PC PROGRAMMING**

Paul Proctor

Phil Trelford

### **QUALITY ASSURANCE**

Edd Bartlet

Alex Rutter

## **VIRGIN INTERACTIVE ENTERTAINMENT, UK**

### **PRODUCER**

Marcus Iremonger

### **QA MANAGER**

Kevin Turner

### **TEST MANAGER**

Gary Foley

### **LEAD PRODUCT ANALYST**

Tony Byus

### **PRODUCT MANAGER**

David Miller

### **PRODUCT ANALYSTS**

John Martin

Matthew Shanley

Darren Wall

Ronald Festejo

Al-Ekins Perch

David Miller

Llewellyn Ligas

### **BEST BOY**

Mike Merren

## **VIRGIN INTERACTIVE ENTERTAINMENT, INC. (U.S.A.)**

### **VP EXTERNAL DEVELOPMENT**

Eric Lux

### **PRODUCER**

Chris Dudas

### **ASSOCIATE PRODUCER**

Norm Karns

### **QA MANAGER**

David Maxey

### **QA SUPERVISOR**

Bijan Shaheer

### **LEAD ANALYST**

Tim Tran

### **PRODUCT ANALYSTS**

Scott "Soupy" Manning

Dave Walsh

Wallace Wachi, Jr.

Khanh Nguyen

Richard Bruno

Dennis Tung

Greg Corzine

Chad Soares

Gary Mountain

Mick Love

Jason Lewis

### **MARKETING PRODUCT MANAGER**

Robin Kausch

### **PACKAGE DESIGN**

Rebecca Chamlee

Lauren Rifkin

### **EDITORIAL MANAGER**

Lisa Marcinko

### **PRODUCTION MANAGER**

Gail Hetland

### **TRAFFIC MANAGER**

Diane Wickwire



---

## TROUBLE-SHOOTING

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Thank you for purchasing this Virgin Interactive Entertainment product. To get the most out of your game, take advantage of the following product support:

### VIRGIN INTERACTIVE ENTERTAINMENT'S AUTOMATED SUPPORT SYSTEM

Virgin has continued to improve upon its Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours. Many solutions can be obtained in less than four minutes with no waiting necessary.

### TECHNICAL SUPPORT

If you need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 a.m. to 7 p.m. Pacific time at (714) 833-1999. **Please do not attempt walk-in technical support services as we're not equipped (or staffed) to provide such services. In fact, we need you at your machine to help!** Our technical support e-mail is [tech\\_support@vie.com](mailto:tech_support@vie.com).

### FAX SUPPORT

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having. Also, please include a phone number in case we need to contact you for further information.

### ON-LINE SUPPORT

For computer users who also own a modem and telecommunications software, Virgin has its own eight line support BBS. See below for more information.

### VIRGIN BBS

The Virgin BBS provides the latest news and information about our products as well as file patches, demos, technical support and hint sheets.



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## TROUBLE-SHOOTING

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data

bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

### INTERNET WEB SITES

Please access Virgin's World Wide Web site for the most up-to-date product information at: <http://www.vie.com>. Our CompuServe address is **71000,1513** and our AOL address is **viesupport**.

### ORDER LINE

The latest Virgin products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line by calling (619) 693-1200. The order line FAX number is (619) 530-2225. The International phone order line number is (619) 490-9234.

Please note that the Virgin Order Line and Retail Center is not equipped to handle your technical support requests or inquiries. It is a separate, independent facility that is located in another county from the Virgin Interactive Entertainment headquarters. Calling the order line will not expedite your problem handling, and may result in even further delays.

### HINT INFORMATION

There are many ways to receive hints for Virgin games. Clue Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607. See above for more details.

Virgin also has two automated hint lines, available 24 hours a day. The cost is only \$.95 cents per minute. You must have a touch-tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint lines. In the U.S.A., please call (900) 288-4744.



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## **TROUBLE-SHOOTING**

We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The

Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, please call (800) 548-4468. If not answered by a live person, you will be allowed to leave a voice mail message. Follow the directions given.

### **DEFECTIVE DISC REPLACEMENT**

If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and the name of your system. Please remember to include your phone number in all correspondence in case we must contact you.

If you do have the receipt, or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.

Please return the disc(s) to:  
Virgin Interactive Entertainment  
18061 Fitch Ave.  
Irvine, CA 92714

**Virgin highly recommends calling technical support before sending your disc(s) back for replacement. Your problem can often be solved right over the phone.**



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# NOTES



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# NOTES



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# NOTES



Patent Numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999





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